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Nintendo

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SUPER MARIO ALL STARS

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

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Thank you for selecting the Super Nintendo Entertainment System® SUPER MARIO ALL-STARS™ game pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

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HOW TO PLAY SUPER MARIO ALL-STARS

After you insert the Game Pak in your Super Nintendo Entertainment System, turn the power ON. After the title screen appears, press the START Button to go to the Game Select screen. Then use the ✣ Control Pad to choose a game.

After pressing the START Button to begin, you can choose from any of the four battery-backed game save files. The files marked as "NEW" are ones that have not been used yet. After you have chosen the desired file, press the START Button to play the game.

Pressing the X or Y Buttons on the file screen will take you back to the Game Select screen. To erase a file, choose it and press the A Button. You can also change the controller button configuration by pressing the SELECT Button.

Game Over

In all of the games, when your game is over, you can select from the following options: "CONTINUE", "SAVE & CONTINUE", "SAVE & QUIT". Choose the desired option and press the START Button. In all games, except Super Mario Bros.: The Lost Levels, your progress is saved at the beginning of the current world. In Super Mario Bros.: The Lost Levels, the game is saved at the current world and level.

NOTE: You cannot save in the 2 Player Battle mode in Super Mario Bros. 3.

If you pause a game by pressing the START Button, the three save options will be displayed. To unpause the game, just press the START Button again.

If you load a saved game, you can't change the number of players (1 player or 2 player).

WARNING: If the POWER switch is switched ON and OFF repeatedly, saved data may be deleted.

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SUPER MARIO BROS.

SUPER MARIO BROS.
THE LOST LEVELS

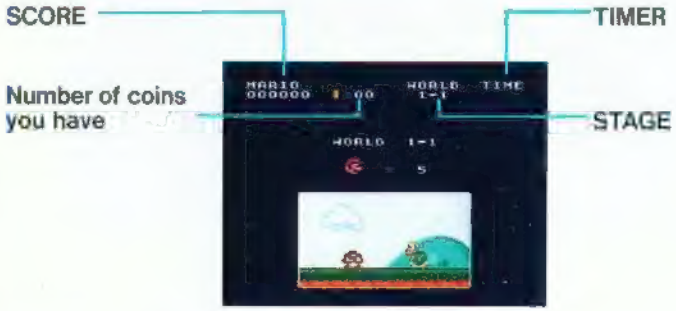
STORY

The Mushroom Kingdom was a peaceful place, until the fateful day that Bowser used his twisted magic to invade it. Bowser turned most of the Mushroom Kingdom's people into rocks, bricks, and mushrooms. He even kidnapped Princess Toadstool and held her captive in his huge castle.

When the Mario Brothers, Mario and Luigi, heard this, they knew that they needed to do something. They decided to battle Bowser and his evil minions to save the Princess. Can they do it?

First, pick 1 PLAYER or 2 PLAYER mode. When you play the 2 PLAYER mode, controller 1 is for Mario and controller 2 is for Luigi.

On The Screen



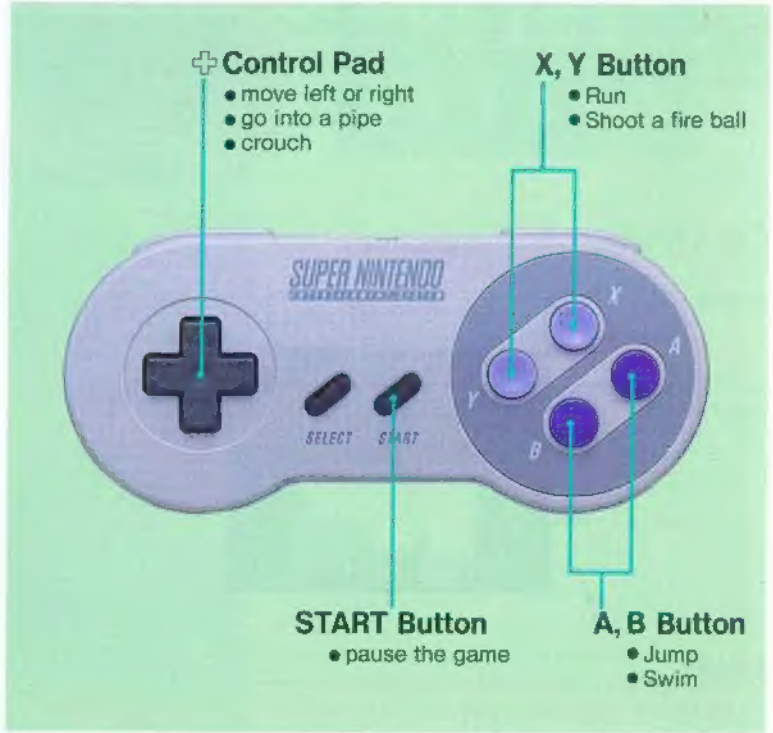
Goal

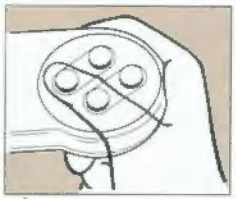
At the end of each stage, there is a flagpole and a castle. The higher you grab on to the flagpole, the higher of a score you get. When you begin a stage, the TIMER starts to count down. The more time you have left when you grab the flagpole, the higher of a bonus you receive.

If one player clears a stage or loses a life in 2 PLAYER mode, it will be the other player's turn.

In Super Mario Bros. and Super Mario Bros.: The Lost Levels, the high scores are saved too. To reset the high scores, press the A, B, L and R Buttons at the same time.

CONTROLLER FUNCTIONS (TYPE A)





On the File Select screen, if you choose the B type controller layout by using the SELECT Button, the B Button layout will function the same as the X and Y Button.

*Hold the controller like this.

CONTROLLING MARIO

Running

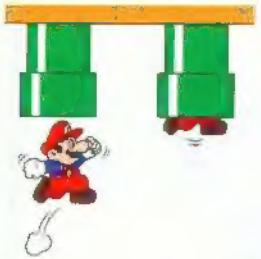
When running, you can go over holes that are one space wide.

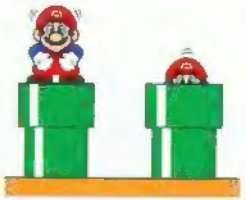
Jumping

The longer you hold the jump Button, the higher you jump.

Crouching

Getting into a pipe





Swimming

Mario can get powered up by picking up items. These items are usually hidden inside of blocks. All you need to do is punch them from below.

Blocks

Normal Block

? Block

Items

Mushroom

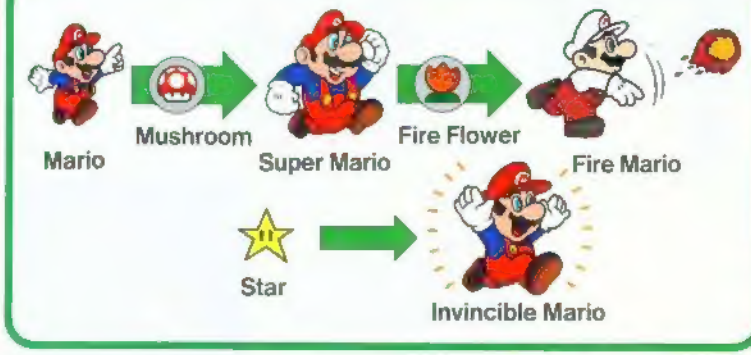
Fire Flower

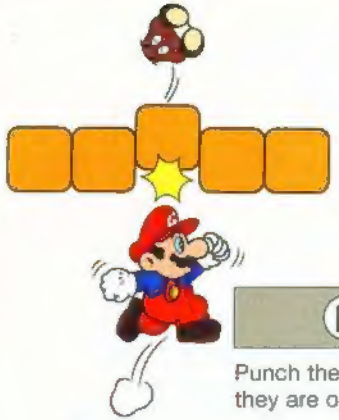
Star

1-Up Mushroom

Coin

A 1-Up mushroom adds one life.
Collecting 100 coins adds one life, too.





B

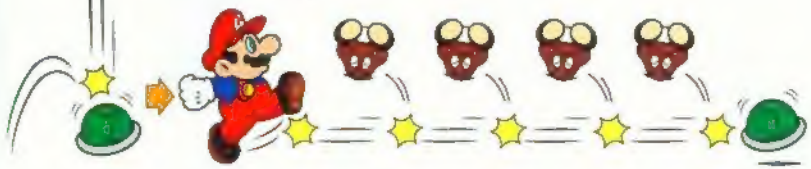
Punch the block that they are on.

B

Jump on them.

+ Y

Knock them down with a moving object (like a koopa shell).



Y

Become Fire Mario and throw fire balls.

LOOK OUT!

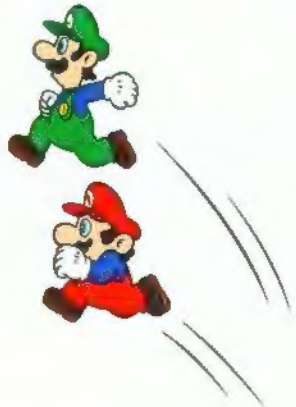
You lose one Mario if:

- **An enemy touches you.**
  - If you are hit when you are Super Mario or Fire Mario, you just turn back to small (normal) Mario.
  - After you turn back to small Mario, you are invincible for a short period of time (as long as Mario is flashing).
- **You drop into a hole in the ground or a hole underwater.**
- **The timer reaches zero.**

Super Mario Bros.: The Lost Levels is a special version of the original Super Mario Bros. The play controls are the same as in the Super Mario Bros. game, but the game is much more difficult. (This is why you can save at any stage instead of just at the start of each world.)

There is no 2 PLAYER Game. First, you have to choose from MARIO GAME or LUIGI GAME. Luigi can jump higher than Mario, but is harder to stop. After your game is over, you can try using the other character. You may find this useful in clearing some of the stages.

In Super Mario Bros.: The Lost Levels, look out for the poisonous mushrooms! They are not very good for our heroes!



SUPER MARIO BROS. 2

STORY

One evening, Mario had a strange dream. He dreamt of a long, long stairway leading up to a door. As soon as the door opened, he was confronted with a world he had never seen before spreading out as far as his eyes could see. Suddenly, he heard a faint voice saying "Welcome to 'Subcon', the land of dreams. We have been cursed by Wart. Please defeat Wart and save us. Remember, Wart hates vegetables. Please help us!"

The next day, on the way to a picnic, Mario talked to Luigi, Toad, and the Princess about the strange dream he had. After arriving at the picnic area, they found a small cave. When they opened the door in this cave, to their great surprise, the world that Mario saw in his dream spread out before them!

Pull up vegetables, look out for the enemies and defeat the bosses at the end of each level.

After you start the game, you can choose to play as Mario, Luigi, Toad or the Princess.

The red hearts on the left of the screen are your life gauge. When all of the hearts turn white, you lose a life. When only one heart remains, your character will become smaller.

If you want to go back to the start of the stage you are in, press the START button, then press the L, R and SELECT buttons at the same time. (You will lose one life by doing this).

Character Abilities

✿ Jumping Power

Mario

He has average jumping power that decreases a little when he is carrying an item.

Luigi

He jumps the highest and can jump farther than Mario. But when he has an item, his jumping ability decreases a lot.

Toad

Toad has the least jumping power. Holding an item does not affect his jumping.

The Princess

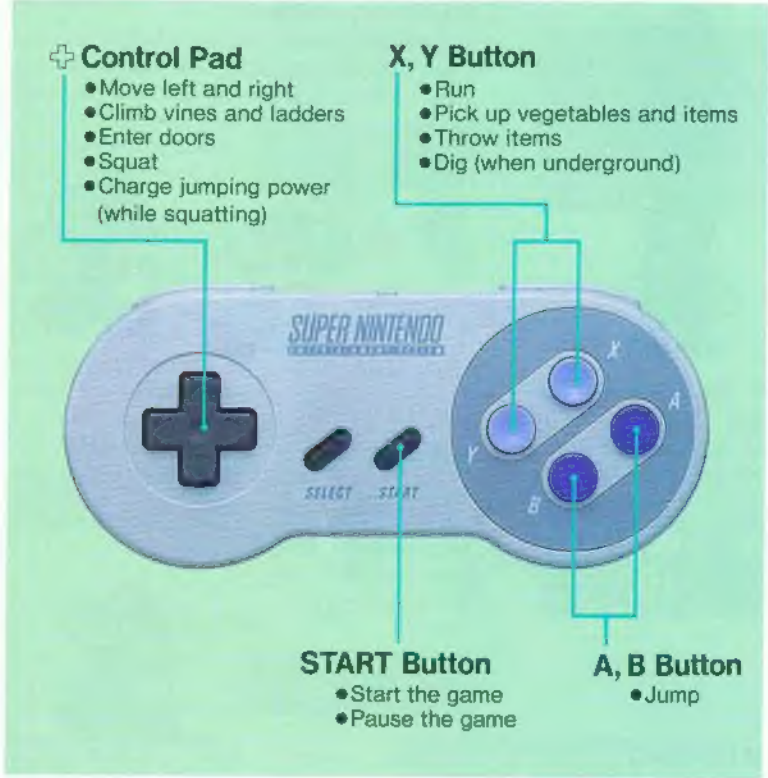
She is third in jumping ability, but she can do something that no one else can do. If you hold the B Button while in the air, she can float for a while. When carrying an item, her jumping power decreases quite a bit.

✿ Running Speed

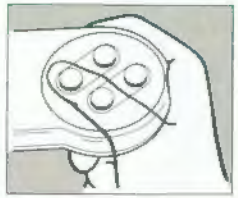
All characters run at the same speed. But if they are carrying something, the order from slowest to quickest is the Princess, Luigi, Mario, Toad.

✿ Picking Up Mushroom Blocks

The speed at which they pick up items is, from slowest to the quickest: The Princess, Luigi, Mario, Toad.



If you want to go back to the start of the stage you are in, press the START button, then press the L, R and SELECT buttons at the same time. (You will lose one life by doing this).

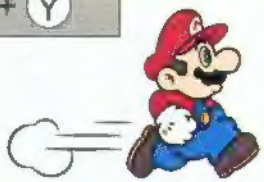


*Hold the controller like this.

☆Jumping In Place

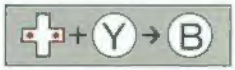
If you press the B Button while standing still, you will jump straight up. Your jump will not be very high, though.

☆Running



☆Moving Jump

Jump while moving to jump higher. If you use the Y Button to run, then jump, you'll jump even higher!

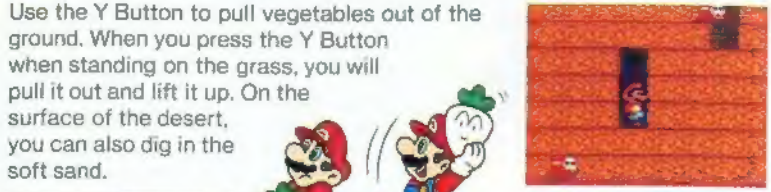


☆Power Squat Jump

Hold Down on the ✣ Control Pad until your character flashes. If you jump while flashing, you can jump one and a half times higher than normal.

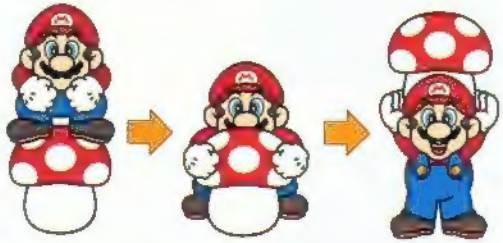
☆Pull Up The Veggies!

Use the Y Button to pull vegetables out of the ground. When you press the Y Button when standing on the grass, you will pull it out and lift it up. On the surface of the desert, you can also dig in the soft sand.



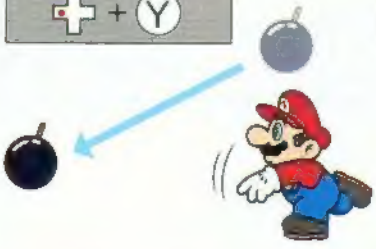
☆Carrying A Mushroom Block

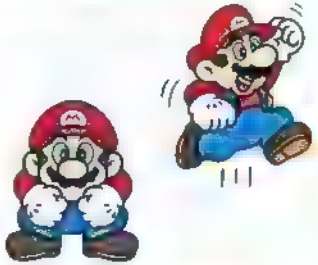
When you stand on a mushroom block and press the Y Button, you can lift it up just like a vegetable.



☆Throwing Items

If you are carrying something, you can throw it by using the Y Button. To throw it even farther, use the ✣ Control Pad while you throw.



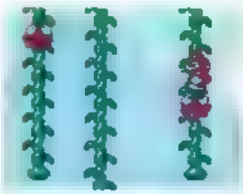


Dodging Enemies

By pressing Down on the ✣ Control Pad you can duck. This can help you avoid enemy attacks, particularly from flying enemies. Another helpful hint is knowing that you can make your character move left and right while they are jumping. Try to land right on the enemies' heads and pick them up!

Enter Doors

To go through a door, stand in front of it and press Up on the ✣ Control Pad.



Climbing Up Vines And Chains

When your charcter is on a vine or chain, you can grab it and climb by pressing Up on the ✣ Control Pad. You can even grab a vine or chain in the middle of a jump.

Attacking Enemies With Enemies

You can pick up enemies (just like Mushroom Blocks) and can throw them at other enemies.

Coin

For every coin you find, you get a chance to play the slot machine at the end of the level. You can only find coins in sub-space.

Vegetable

These freaky vegetables have grown huge! Collect enough of them and a stop watch will appear.

Tiny Vegetable

These veggies are still growing. But you can still use them to defeat your enemies.

Bombs

After you pick up a bomb, it will flash just before it explodes. Use the bombs to blow up rocks or other things that get in your way.

Shell

When you throw the shell, it skids along the ground, hitting anything in its path.

Mushroom Block

Mushroom blocks can be used as stepping stools if you need to jump up to a higher area.

POW

POW blocks are POWerful! When one hits the ground, it damages all of the enemies on the screen.

Mushroom

Mushrooms are only found in sub-space. They refill and add to your life hearts.

1-Up Mushroom

An extra life is yours after you pick up a 1-Up mushroom.

Small Hearts

After you defeat a lot of enemies, a small heart may come floating up from the ground. Grab it to refill one of your life hearts.

Key

Very useful (in fact, they're required) when you want to cruise through a locked door.

Magical Potion

When you throw a Magical Potion, a door to sub-space will appear. If you throw it in the correct place, you'll find mushrooms and coins inside!

Cherry

If you pick up enough cherries, an invincibility star will appear

Star

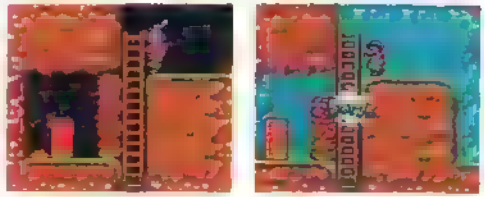
Stop Watch

If you pick up five large vegetables in one stage, the Stop Watch will appear. Get the watch to make all of the enemies stand still for a while Be careful though, even stopped enemies can hurt you

SUPER MARIO BROS. 2

How to use bombs.

If you reach a dead end, you may need to use bombs to blow a hole in the wall Be really careful when you use bombs-- they can hurt you!



Get 1-Ups At The Slot Machine!

When you clear each area, a slot machine is waiting for you. You can play it once for every coin that you have found in the previous level

First Pos.	Second Pos.	Third Pos.	
🍒			1up
🍒	🍒		2up
🍒	🍒	🍒	3up
3 of any symbol			2up
7	7	7	10up!

STORY

The Mushroom Kingdom has been a peaceful place thanks to the brave deeds of Mario and Luigi. The Mushroom Kingdom forms an entrance to the Mushroom World where all is not well. Bowser has sent his 7 children to make mischief as they please in the normally peaceful Mushroom World. They stole the royal magic wands from each country in the Mushroom World and used them to turn their kings into animals. Mario and Luigi must recover the royal magic wands from Bowser's 7 kids to return the kings to their true forms. "Good-bye and good luck!", said the Princess and Toad as Mario and Luigi set off on their journey deep into the Mushroom World.

You can choose a 1 PLAYER or 2 PLAYER game. In a 2 PLAYER game, player 1 (with controller 1) is Mario and player 2 (with controller 2) is Luigi. Both characters and the new BATTLE MODE are explained later. After you start the game, the map screen will appear.

Super Mario Bros. 3 has a lot of things that weren't in Super Mario Bros. or Super Mario Bros. 2, like the ability to turn into Racoon Mario, Tanooki Mario, or Frog Mario.

New Blocks:

Switch Block

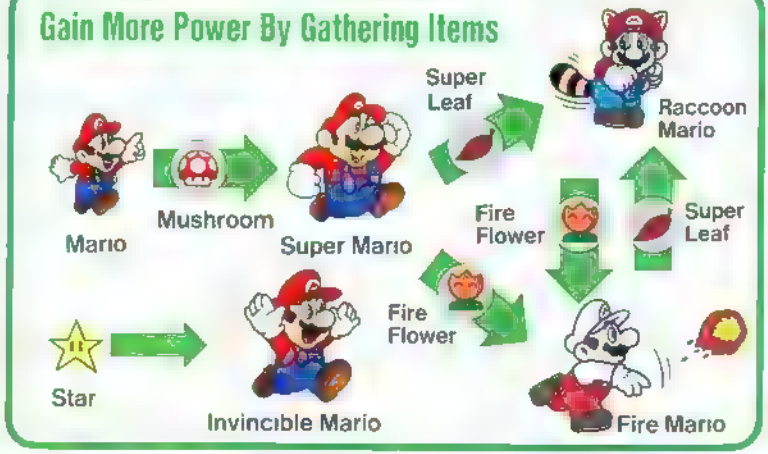
Jump Block

New Items in the Action Mode:

The Super Leaf changes Super Mario into Raccoon Mario.

Super Leaf

Gain More Power By Gathering Items



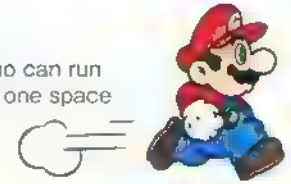
On the File Select screen, if you choose the B type controller layout by using the SELECT Button, the B Button layout will function the same as the X and Y Button

*Hold the controller like this

Running

+ Y

When running, Mario can run over holes that are one space wide



Jumping

B

The longer you hold the jump button, the higher Mario will jump

Squat

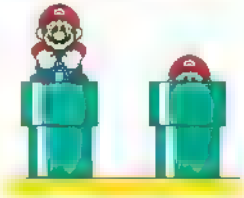
Often useful for avoiding fireballs and other enemy attacks

Going into pipes

+ B

Up Pipes

Down Pipes



Swimming

+ B

Some stages are mostly underwater. Mario needs to swim to get through

✩Jumping Out of the Water

Hold Up on the ✣ Control Pad and press the B Button to jump out of water

✩Pick up and Kick

After you've jumped on a Koopa, you can pick up the shell by running into it from the side while you have the Y Button pressed. To kick the shell, let go of the Y Button. There are other objects besides shells that you can pick up

✩Super Jump

When Mario jumps on an enemy, he can jump very high by pressing the B Button as he bounces off of them

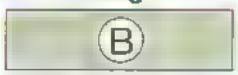
If you press the START button during game play, the game pauses and three options (same as the game over screen) will appear on the screen. To unpause, just press the START Button again. Or you can choose one of the options listed with the B Button. If you pause the game in 2 player battle mode, you cannot save the game play

RACCOON MARIO AND TANOOKI MARIO

✩Tail Attack

When Mario has a tail, he can whip his tail around by pressing the Y Button.

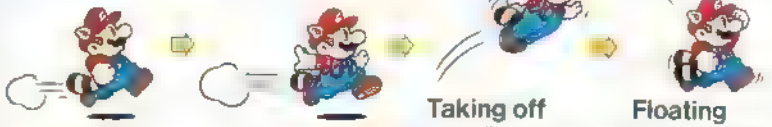
✩Floating



When Mario has a tail, he can float down slowly by pressing the B Button repeatedly.

✩Flying

When Mario has a tail, he can fly for a short period of time. To fly, you must run with the Y Button pressed until the Power Meter is all the way to the right, then press the B Button repeatedly



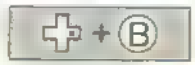
Running

Power Meter going up.

More running

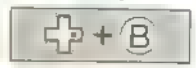
Power Meter full, P starting to flash

Taking off (repeatedly press the B Button)



The effect of P will disappear in a few seconds

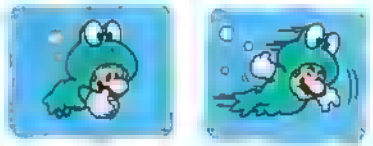
Floating (repeatedly press the B Button)



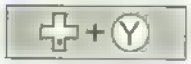
FROG MARIO AND TANOOKI MARIO

✩Frog Suit

If Mario has the Frog Suit, he can swim by just using the control pad. If you press the B Button, Mario can swim even faster

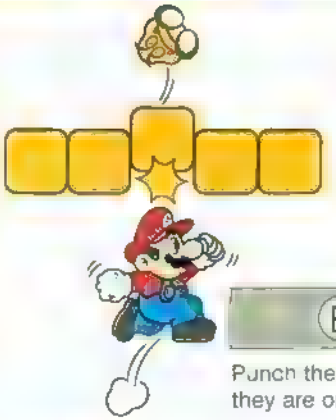


✩Tanooki Suit



Tanooki Mario can turn into a statue for a short period of time by pressing the Y Button and Down on the ✣ Control pad at the same time. While Mario is a statue, he cannot be harmed

You can choose the items (Frog Suit or Tanooki Suit) on the map screen to change Mario into Frog or Tanooki Mario



B

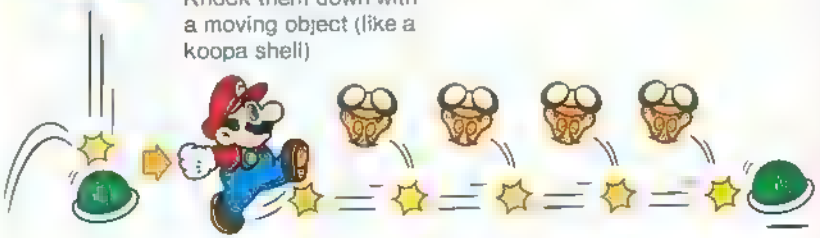
Punch the block that they are on.

B

Jump on them

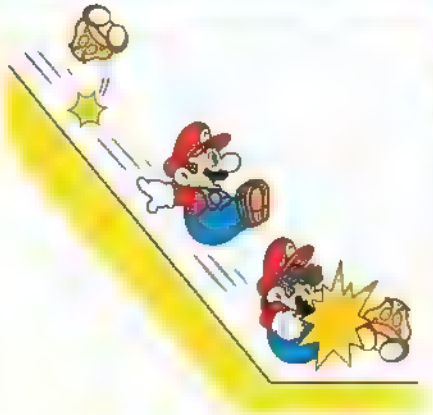
+ Y

Knock them down with a moving object (like a koopa shell)



Y

Become Fire Mario and throw fire balls.



✩ Sliding Attack

+

Mario can slide down a slope at high speed by pressing Down on the + Control Pad. Any enemies on the slope will be defeated by this attack.

Picking up a shell

+ Y

(Holding down the Y Button)

Running with a shell

+ Y

(Holding down the Y Button)

Kicking the shell

+

(Releasing the Y Button)

Breaking a block

BEWARE! THE FOLLOWING ARE DEADLY!

You lose one Mario:

- When you are touched by an enemy.
  If you're Fire Mario, or Raccoon Mario, you won't lose a life if you're touched by an enemy. You just go back to being Super Mario. If you do get hit, Mario will flash for a few seconds. During this time, he is invincible.
- When you fall into a hole or into fire.
- When you run out of time (time remaining goes down to 0.)

MAP SCREEN

START PANEL

Mario starts from here.

ACTION SCENE PANEL

This panel contains an action scene. If Mario gets defeated while in an action scene, he will be put back on the World map.

CLEAR PANEL

When you clear an action scene, this panel appears. In the 2 player mode, if Mario clears it, an "M", if Luigi clears it, an "L" will be displayed.

SPADE PANEL

Here, you play a slot machine type of game. The object is to line up the pictures. Every time you push the B Button, it will cause a line to slow down and stop. If you complete a picture, you can get extra Marios.

Mushroom Picture ..... 2 Extra Marios (2-Ups)

Flower Picture ..... 3 Extra Marios (3-Ups)

Star Picture ..... 5 Extra Marios (5-Ups)

N-MARK SPADE PANEL

Occasionally this panel will appear on the map screen. It contains a "memory match" card game. Choose two cards with the ✣ Control Pad and the B Button. If the two cards match, you will receive the item on the cards. Miss two matches and you'll go back to the World map.

MINI-FORTRESS & LOCKED DOOR

The Mini-Fortresses are guarded by Boom Boom, a tough servant of Bowser. When you defeat him, you will get a Magic Ball. The Mini-Fortress will tumble to the ground and the Locked Door on the map screen will open.

TOAD'S HOUSE

Mario can get some useful items here. Stand in front of the treasure boxes and press the Y Button.

HAMMER BROTHERS

The Hammer Brothers are bound to be hanging around somewhere on the map. As soon as you meet up with them, a battle will take place. If you can defeat them, you will be rewarded with a special item.

FORTRESS

This is the final destination of each World. You must retrieve the royal magic wand and save the king!

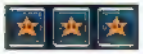
If you don't succeed in defeating the Koopaling, their airship will move to a different place on the Map screen. Chase it and challenge them again!

Goal

At the end of each action scene, you'll find a goal. In the center of the goal, three kinds of cards will flash. Jump up and touch the goal to grab a card and clear the level. If you get three cards, you will get an extra Mario. If you get three cards of the same type, you'll get even more extra marios.

3 Mushroom Cards ..... **2 Extra Marios**

3 Flower Cards ..... **3 Extra Marios**



3 Star Cards ..... **5 Extra Marios**

The cards are displayed in the bottom right corner of the map screen. At the end of an action scene, a bonus is added to your score depending on how much time you have left.

The items that you can get in Toad's house or by beating the Hammer Brothers can be used on the Map Screen. You can only use one item at a time. While on the Map Screen, press the Y Button to display the items that you possess (they will be shown in the box at the bottom of the screen). Choose the item you wish to use by using Left and Right on the ✣ Control Pad and activate it with the B Button. They are very useful because you can start an action scene with a powered-up Mario, or you can make a route on the map easier to go through. You can see all the items you have by using Up and Down on the ✣ Control Pad. Press the Y Button to go back to the Map screen.

Super Mushroom
Changes Mario into Super Mario.

Fire Flower
Changes Mario into Fire Mario.

Super Leaf
The coolest item in Mario 3!! It changes Mario into Raccoon Mario.

Frog Suit
Changes Mario into Frog Mario. Use the B Button to swim faster.

Tanooki Suit
Changes Mario into Tanooki Mario. Tanooki Mario can turn into a Statue.

Jugem's Cloud
Allows you to pass an action scene without playing it.

Magic Wing
You have the power to fly through an action scene until you run into an enemy.

Starman
When you start an action scene you will be invincible for a short time.

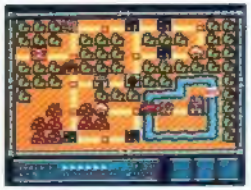
Hammer
You can break rocks on the Map Screen.

Music Box
You can make Hammer Brothers and others fall asleep on the map.

Magic Whistle
Not much is known about the legendary Magic Whistle. See if you can find it!

Anchor
This can stop the Koopalings' airships from moving on the map.

HOW TO PLAY THE 2-PLAYER GAME



In the 2 PLAYER game, player 1 and player 2 take turns clearing the action scene panels. The two players can choose to cooperate or to compete against each other. An interesting addition to the 2 PLAYER game is Battle Mode (just like the original Mario Bros. game). If one player is in the same space on the map as the other player, then the 2 player battle mode can be entered by pressing the B button. In the Battle Mode, the losing player is moved back to the point where the battle took place. The winner can continue into the game.

In the 2 player Battle Mode, you can't lose any of your extra lives – even if you get hit by an enemy!

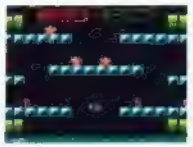
Game Over in the 2 PLAYER Mode

In the 2 PLAYER mode, when the game is over for one player, the GAME OVER screen will appear. Choose CONTINUE or END by using the ✣ Control Pad, then press the START Button. If you choose CONTINUE, the game will start at the beginning of the world that you are in. Your items will change back to what you had when you started the World.

If Mario and Luigi are in the same place on the 2 player mode map, or if either of the players choose Battle Mode, you can play the CLASSIC MARIO BROS. game. The object of this game is to punch these enemies from below to overturn them, then kick them away. The POW block at the bottom center of the screen is able to give the whole screen a jolt! You can only use the POW block 3 times.

Rules

● 2 Player Battle Mode



There are five enemies shown (not counting fire balls). Whoever defeats three enemies first, wins! If an enemy touches you, you lose. When one player is punched from below by the other player, one of the punched player's cards will pop out. You can steal you opponent's cards in this way.

In the Battle Mode, there are a couple of games in which two players compete to see how fast they can collect the coins.

● Battle Mode

After you kick enemies away, get the coins which come of the pipe. Whoever gets 5 coins first is the winner of the game. If the enemy touches you, you lose. Your old buddy, Koopa, will be found here. Try to jump on him, because he is the only enemy you can attack from the top. In the Battle Game, there are two kinds of mushrooms. One is a Super Mushroom, the other one is a mystery!

When the game is over, choose CONTINUE or END by using the ✣ Control Pad, then press the START Button. (Your points cannot be saved.)

If you win five times, you win the Battle Game.

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